

## Amendments To The Claims

1. (previously presented) A user interface for volume sculpting comprising:  
a processor;  
a two-dimensional input device operably connected to the processor; and  
a display device operably connected to the processor and wherein the processor operates to provide on the display device concurrent viewing of both a first view of a sculpting object and a second view of the object, the first view of the object providing a full, six-degree-of-freedom orientation control of the view.
2. (original) The user interface of claim 1, wherein the first view comprises a cross-sectional area of the object.
3. (original) The user interface of claim 1, wherein the second view is fixed in orientation in relation to the first view.
4. (original) The user interface of claim 3, wherein the second view is fixed in position in relation to the first view.
5. (original) The user interface of claim 3, wherein the second view is orthogonal to the first view.
- 6-20 (canceled)